Canyon Climber

Canyon Climber Program:
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Introduction

Canyon Climber is a game of skill and reflex. Cantankerous mountain goats, arrow-shooting Indians, and rock-dropping eagles are between you and your goal — the rim of the canyon. The object of the game is to gather as many points as possible while avoiding the hazards along the way. The canyon is broken into three sections: The Crevasse, Indian Hills, and Eagle Cliffs.

System Requirements

- A TRS-80 Color Computer with at least 16K RAM
- A color television
- Joysticks (optional)

Loading Instructions

1. Before inserting or removing a Program Pak™ ROM cartridge, make sure the computer is OFF. Failure to do so could result in damage to the Program Pak.

2. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.

3 . You may use the arrow keys or the joystick to control your climber. If joystick controller is being used, plug it into the right jack located on the back of the computer.

4. Insert the Canyon Climber Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.

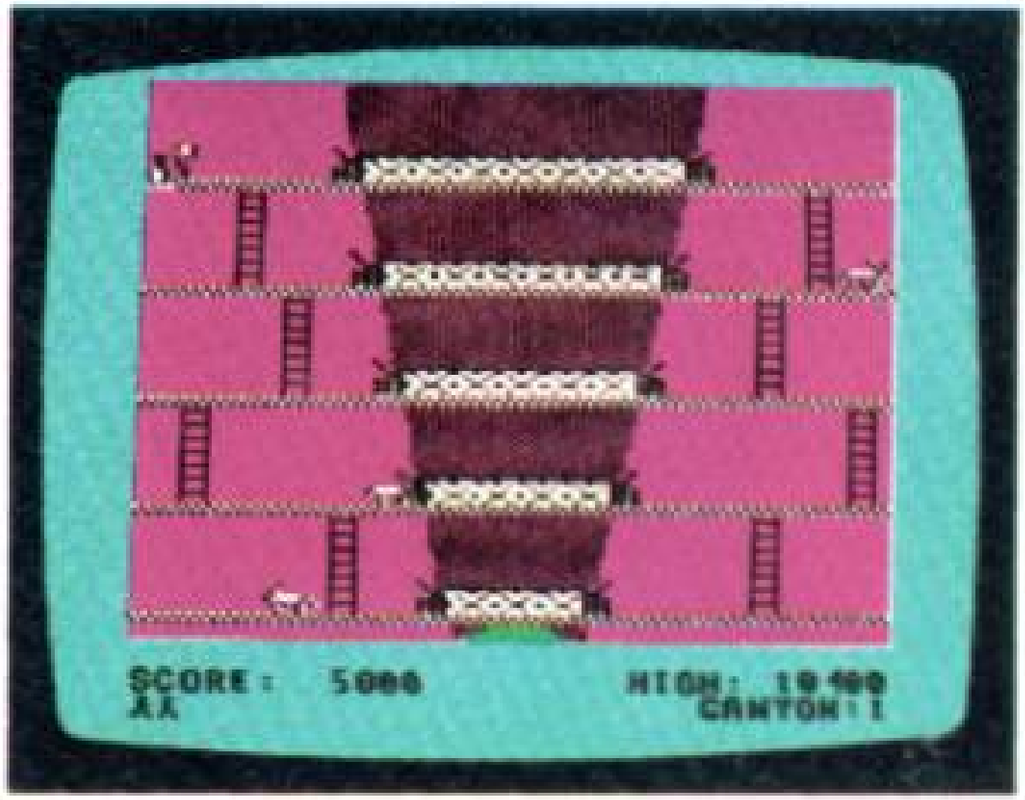
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).

6. Turn on the Color Computer. You may have to adjust the focus on the television or press the Reset button (located on the back of the computer) to obtain a clear picture.

Playing the Game

In a normal game you are given three climbers; however, if you wish to practice with five climbers, simply hold the [ENTER] key down when you turn on the computer.

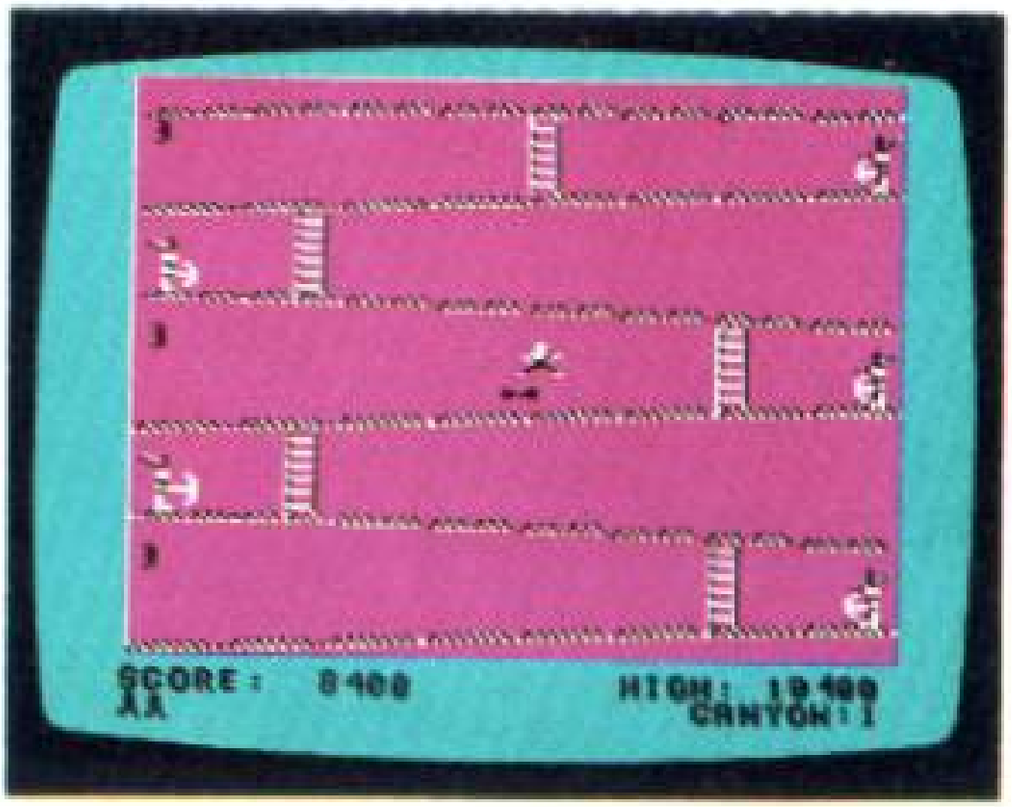
THE CREVASSE



Five trails, connected by ladders, lead you up The Crevasse. Each trail has a bridge which crosses a huge crevice in the side of the canyon wall. You must climb each trail and set a dynamite charge at both ends of each bridge, while avoiding mountain goats trying their best to butt you off the trail. If they succeeded you lose a climber. To avoid a mountain goat, jump over it by pressing the space bar or the fire button on the joystick.

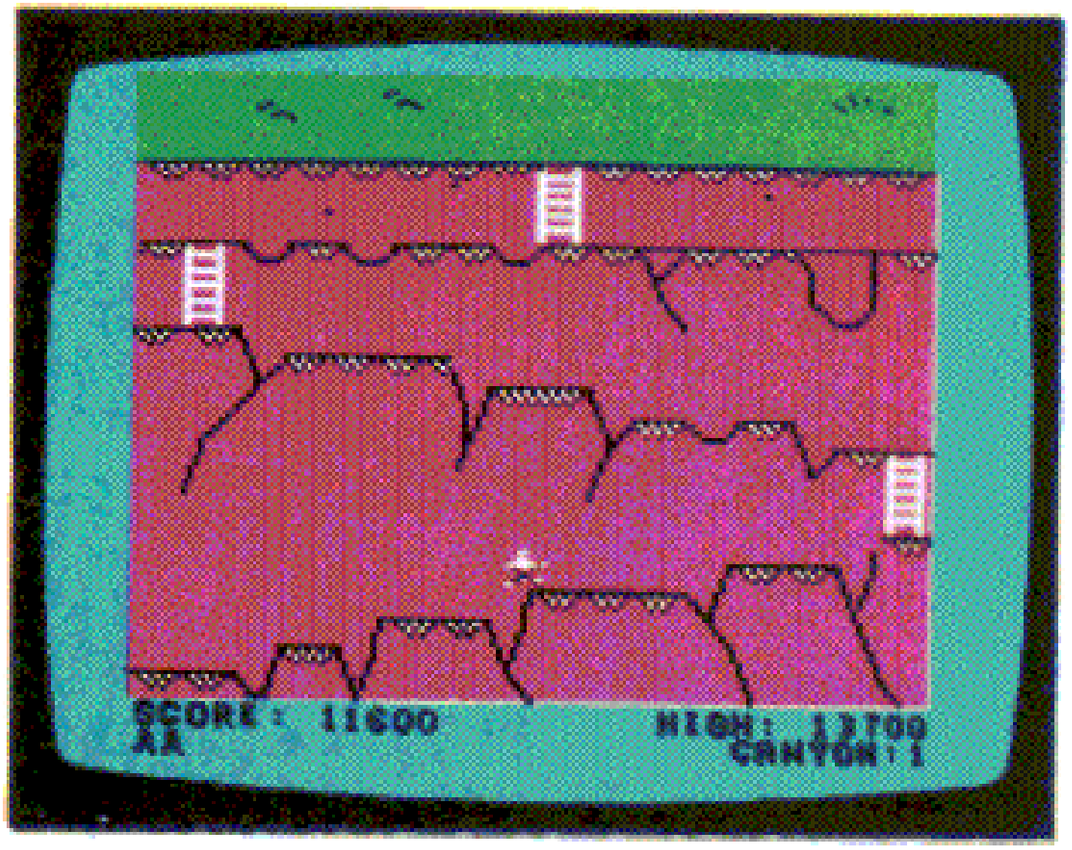
After setting all ten dynamite charges, you must discharge them by walking (not jumping) to the plunger. When you set off the dynamite, the explosion will rock you into Indian Hills.

INDIAN HILLS



At Indian Hills, you face certain death at each trail. Deadly arrows are flung by hostile Indians. You have two defenses in your corner: You can jump over the arrows, or you can use the magic shields which are found on the 1st, 3rd, and 5th trails. If you choose to use a shield, you must position your climber underneath the shield, then jump to get it. Caution: The magic shield will not last indefinitely. Be prepared to jump if it disappears; however, be warned: **YOU CANNOT** JUMP OR CLIMB WITH THE SHIELD IN YOUR HAND!

EAGLE CLIFFS



When you have successfully climbed Indian Hills, your climber will be spirited away to Eagle Cliffs. Here you must jump from one plateau to another, while avoiding the rocks that three angry eagles are dropping on you. Do not walk over the edge or miss a jump, or you lose a climber! Jumping back down the cliffs will also cause you to lose a climber. If you succeed in getting to the top of Eagle Cliffs, a mountain goat escapes and butts you back into The Crevasse. You gain a climber, and your points continue to grow. But — it gets harder! The action gets faster and...we won't spoil it for you, but here's a little hint: You may run into trouble on the top trail the second time around.

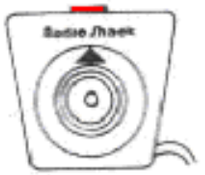
Scoring

The Crevasse	
Planting a dynamite charge	200 Points
Jumping over a goat	200 Points
Destroying the bridge	3000 Points

Indian Hills	
Jumping over arrow	200 Points
Blocking arrow with magic shield	500 Points
Escaping from Indian Hills	3000 Points

Eagle Cliffs	
Jumping to next higher plateau at Eagle Cliff	200 Points
Completing Eagle Cliffs	3000 Points and bonus climber

The game can be controlled by either the keyboard or joystick as shown:

Keyboard	Climber Moves	Joystick
←	left	
→	right	
↑	up	
↓	down	
[SPACE BAR]	jump	

Pause

You may stop the action at any time, whether in keyboard or joystick mode by pressing [P]. This will let you pause for an indefinite length of time. To resume the action, press [P] again.

Good Luck!